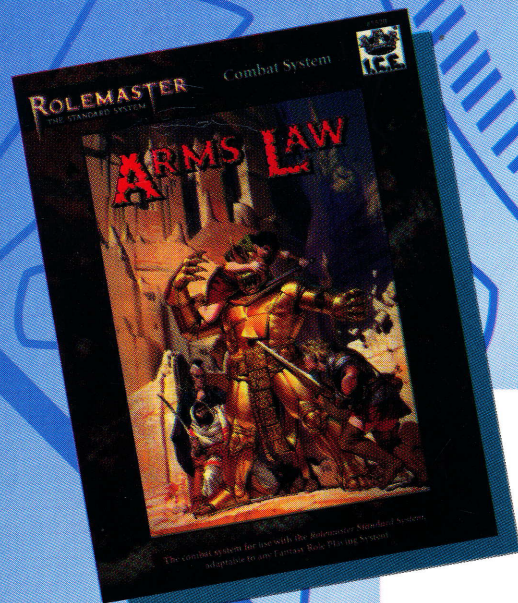


ROLEMASTER™

THE STANDARD SYSTEM

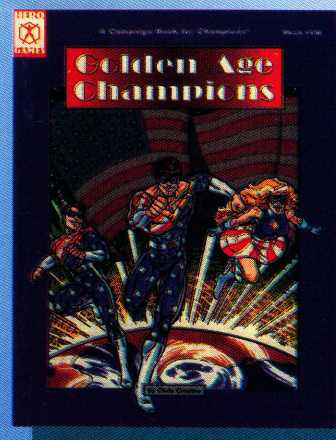
Get Real, Get
Rolemaster!



Arms Law™
For Rolemaster

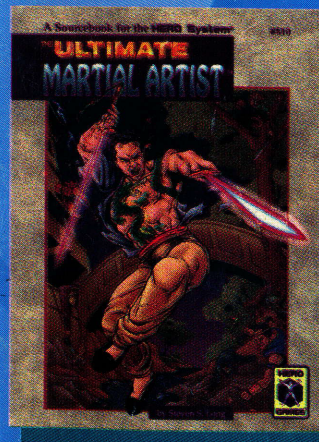


ICE CATALOG

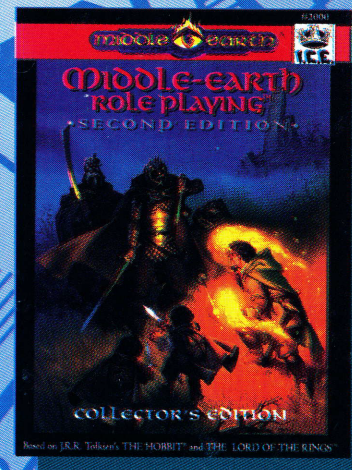


**Golden Age of
Champions™**
for the *Hero System™*

MERP™
2nd Edition

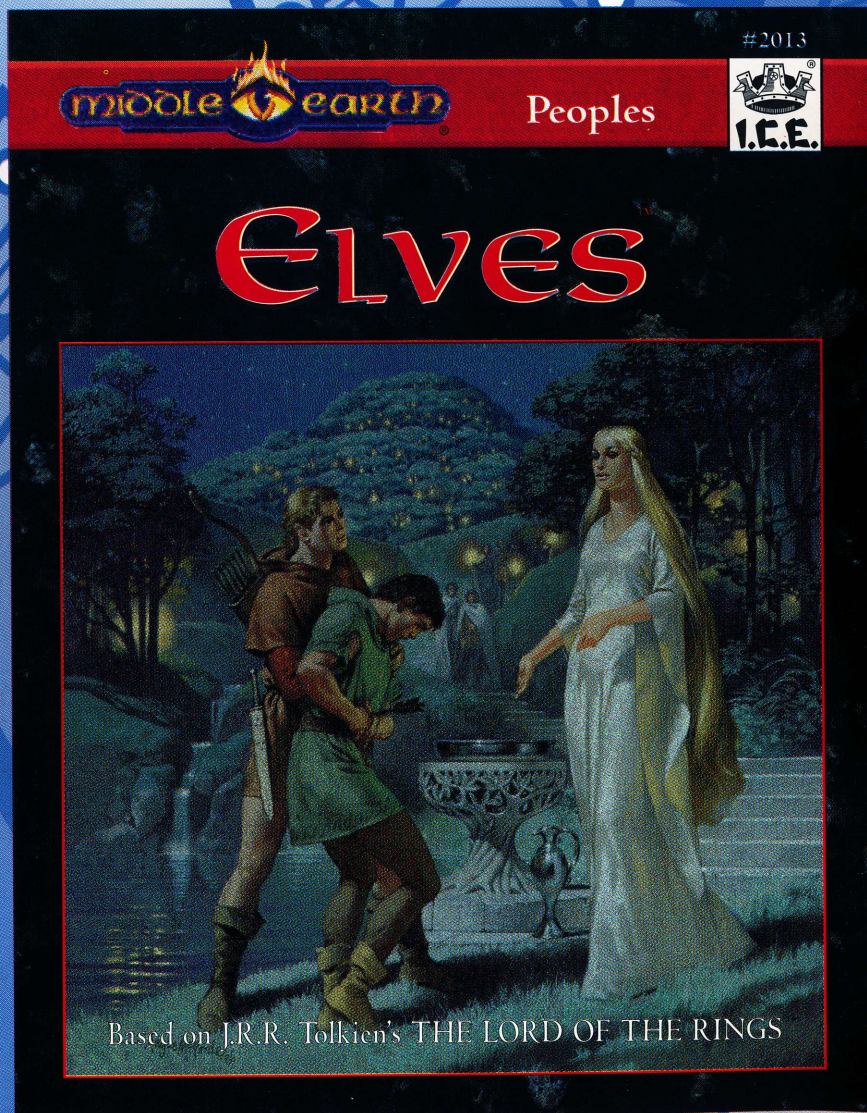


**The Ultimate Martial
Artist™**
for the *Hero System™*



1994 • NUMBER TWO

Next for Middle-earth!



ICE Catalog 1994 #2



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Introduction

Hello! Thanks for taking the time to flip through ICE's 1994 #2 Catalog. At ICE you are a valued customer, and our number one concern is making sure that you are absolutely satisfied with our games and service. If you're not satisfied with something you found in this catalog, let us know—we'll do our best to make things right.

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For Direct Mail Credit Card Orders 1-800-325-0479

All other inquiries 1-804-295-3917

Fax number 1-804-977-4811

Please feel free to write us with any questions, feedback or comments. We actually prefer questions to be written in rather than phoned in. Please formulate your rules questions in a "yes" or "no" format, and always include a #10 sized SASE for our response. If you want Author/Artist guidelines, please write to us and include a #10 sized SASE for our response. Our address is:

ICE
PO Box 1605
Charlottesville, VA 22902

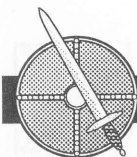
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Please note prices and stock availability are subject to change without notice and all prices are quoted in US \$.



Rolemaster



Rolemaster™ Standard System

The new *Rolemaster Standard System*™ (RMSS) will be comprised of four Core Law Books—the cornerstones of the System. Each of these books will be in a new format: perfect bound with each page perforated and 3-hole punched for optional use in 3-ring binders. Following *Companion* material will be printed in the same format to allow for easy and customized integration into the *RM Standard System* rules.

The first RMSS release is *Arms Law*™ (Standard), the component with the fewest significant changes. Note that though “Claw Law” has been dropped from the title, the content is still there! The *Arms Law* format will feature the convenience of having each weapon’s attack table and critical chart(s) on one page (front and back).

In November, the first sourcebook for the *Rolemaster Standard System* will be published. *Creatures and Monsters*™, a bestiary of epic proportions will be over 300 pages long! Good thing it will be indexed! Creature entries are compiled from previous ICE publications, *Creatures & Treasures*™ and *Creatures and Treasures II*™. The format will be like that of *C&T III*™, and there will be new illustrations. This sourcebook will be perfect bound, but will not be perforated or 3-hole punched.

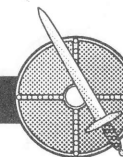
The second Core Law book for RMSS is due by December. *Gamemaster Law*™ will include expanded material from the current *Campaign Law*™ as well as new material on “how to gamemaster in general” and especially how to use the system to its fullest potential!

The first of the new year should bring the third Core Law book for *Rolemaster Standard System*. *Spell Law*™ (Standard) will provide a glimpse of some of the actual rules changes coming with the *Standard Rules*. *Spell Law* will also feature the convenient front/back format of *Arms Law* that puts most of the info you need for any one spell list on one page. There will be 18 NEW spell lists for three new professions in this edition. Finally, by March '95, this will all be pulled together by the publication of *Rolemaster Standard Rules*™ (the final Core Law book). The revised *Character Law*™ information, a discussion of *Rolemaster* concepts and mechanisms and instructions on “how to use” *Rolemaster* will all be here. There will be some changes to professions, and the skill system will be changed. Soon after *Standard Rules* are published, the invaluable *Rolemaster Player Guide*™ will be available. GMs will be grateful to have this condensed “how to” guide available for players, and players will want it for easy reference. With the *Rolemaster Standard System* and the *RM Player Guide*, there’s no reason not to try *Rolemaster*!

Get Real, Get...
ROLEMASTER™



Rolemaster



Gamemaster Law™

Available December '94

Learn how to use the system to its fullest potential! Tips on how to structure your game to maximize enjoyment for all and the guidelines on group dynamics, player motivations, and story presentation will prove invaluable to GMs of all systems. In addition, *Gamemaster Law* includes material from the current *Campaign Law*™ that will be expanded.
St #5521 Call

Creatures & Monsters™

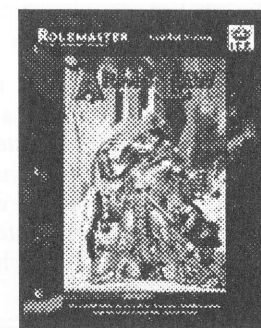
Available November '94

Compiled from the creature entries from *Creatures & Treasures* and *C&T II*, *Creatures & Monsters* includes:

- Over 300 pages of entries with details on appearance, lifestyle, combat & background. The histories provided include adventure ideas for bringing these creatures into your fantasy campaign so you can answer the inevitable “where in the %*^& did that come from?” question!
- Detailed combat stats are given with each entry as well as in master charts.
- Extensive random encounter tables regarding water sources, terrain, vegetation, and other special features.
- Guidelines on how to create your own *Rolemaster* creatures.
- New illustrations & complete index!

St #5540

Call



Arms Law™ (Standard)

Arms Law now features one weapon per page to accommodate easy integration of future *Companion* material or optional rules. The new critical tables are Brawling Critical Strike, Subdual Critical Strike and the Non-Weapon Fumble. The Armored Fist Attack Table is replaced with the new Brawling Attack Table. *Arms Law* details a fantasy/medieval melee and missile combat system adaptable to any FRP system and fully compatible with older versions of *Rolemaster*.

St #5520

144 pgs

\$16.00

Spell Law™ (Standard)

Available January '95

Spell Law now features one spell list per page side for easier use (some spell lists will be front & back of a page). Other changes from the previous edition include expanded spell descriptions, no cross-list references, notes for problematic spells, 18 NEW spell lists for three new professions, and six base lists provided for all semi-spell casters. A must for your favorite characters, be they Magicians, Clerics, or Mentalists!

St #5522

Call

**Rolemaster Backlist**

These existing titles in the *Rolemaster* line are still usable with the new *Standard System*. Some of the material that these titles cover will eventually be updated to the *Standard System*. Until then, get these titles while supplies last!

Rolemaster Companion™

RMC, is the first in the classic line of optional rule compilations written by players of the *Rolemaster* game system. RMC provides 32 new spell lists, 8 new professions, including Archmages & Burglars, and a variety of new races, creatures, and secondary skills.

St #1500 96 pgs \$12.00

Rolemaster Companion II™

RMC II has 13 new professions, 65 new spell lists, over 100 new optional skills! This supplement also provides master tables and descriptions for all the skills and professions in *Rolemaster*.

St #1600 112 pgs \$12.00

Rolemaster Companion III™

Twenty-one variant professions (including the Bounty Hunter & Assassin), more than 40 new spell lists, 7 new critical tables, 4 spell attack tables, and more optional rules highlight RMC III.

St #1700 96 pgs \$12.00

Rolemaster Companion IV™

Besides its optional rules and spell lists, RMC IV features a complete index of all *Rolemaster* spells and spell lists, along with a complete checklist for core rules, optional rules, professions, and spell lists from previously Companions.

St #1800 96 pgs \$13.00

Rolemaster Companion V™

RMC V covers time travel, Earthnodes (i.e., essence pools), skill specialization, spell research, more creatures, treasures, skills, spell lists, professions, and more.

St #1900 128 pgs \$14.00

Rolemaster Companion VII™

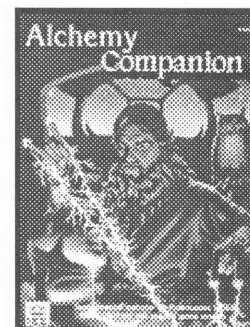
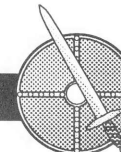
RMC VII, the last of this line as you knew it! There are optional combat rules, new martial arts material, fate points, spell lists specifically for monsters like vampires and dragons, and new professions. All this and much much more.

ST#1902 128 pgs \$14.00

**Oriental Companion™**

New professions, spells, creatures and items, all with an oriental bent, appear in this *Rolemaster* sourcebook. *Oriental Companion* contains plenty of background campaign information too.

St #1540 112 pgs \$14.00

**Alchemy Companion™**

Rolemaster's definitive text on item creation and alchemical science. Few GMs can afford to do without this comprehensive work, which includes 19 new professions and hundreds of new spells.

St #1530 208 pgs \$18.00

Arms Companion™

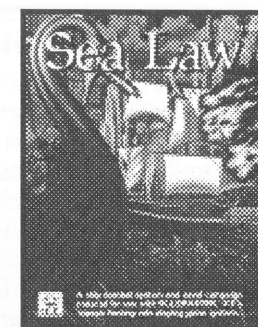
Check out these optional attack and critical charts, new options for combat maneuvers, new skills and background options, new rules for thieves and their unique skills; but *NO spell lists*! *Arms Companion* presents an entire new system for aiming blows and called shots, along with a system that allows characters to mix armor types.

St #1120 128 pgs \$15.00

War Law™

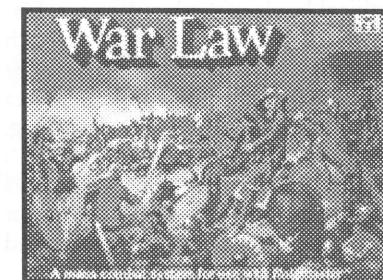
War Law is the mass combat system designed for use with *Rolemaster*. *War Law*, which comes as a boxed set, includes a unit generation system, unit attack tables, maps, dice, and plenty of rules to simulate battlefield conditions.

St #1110 Boxed \$30.00

**Sea Law™**

From ship-to-ship encounters to fleet encounters, *Sea Law* has the answers, and of course, all of the tables & charts you'll need. There are guidelines on how to set up naval scenarios in your roleplaying campaign as well as a ship design system. See how your character affects the outcome of a naval battle, or run a large scale battle without individual roleplaying characters. Included are two 17" x 22" hex sheets and ship counters. *Sea Law* also includes a section with stats for sea creatures that may cause more trouble than other ships! Don't stay landlocked—get *Sea Law*!

St #1130 160 Pgs \$22.00





Rolemaster



Rolemaster Genre Books

Rolemaster is so versatile, we offer *Genre Books* which detail specific campaign settings for use with this unified game system. Each title focuses on a specific campaign setting, or genre, and includes the additional rules needed for adventuring in that setting. If you're looking for a change of pace and want a unusual gaming environment, try one of these *Genre Books*.

Outlaw™

Outlaw contains everything you need to know about running an Old West role playing game. *Outlaw* covers adventuring in the US, west of the Mississippi, from 1865 to 1901.

St #1302 192 pgs \$18.00

Time Riders™

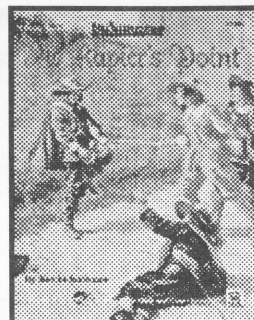
Adventure in the greatest milieu of them all: Time! *Time Riders* provides you with a complete time travel campaign and gives plenty of good GMing tips for this intricate, fascinating game universe.

St #1303 144 pgs \$15.00

Arabian Nights™

Arabian Nights has everything you need for running exciting adventures in the mythical lands of Arabia. Politics, history, and culture are covered along with a detailed treatment of how *Rolemaster* professions, magic, races and creatures can be incorporated into this setting. New monsters, magical items and NPCs are there for the three full adventures and many adventure ideas. Rub your lamp, warm up your magic carpet and head off into *Arabian Nights*!

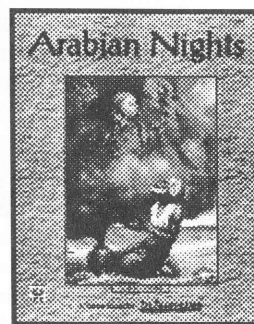
St #1305 112 pgs \$16.00



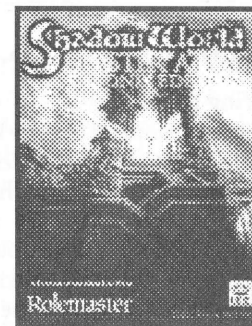
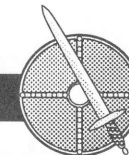
At Rapier's Point™

Swashbuckling in a world of Intrigue and Dueling! This exciting sourcebook details the world of duelists, codes of honor, and swashbuckling thrills. It Includes new professions, rules for black powder firearms and more! Also supplies historical details regarding 17th Century France as source material to provide examples and portray the nature of the genre.

ST#1304 128 pgs \$14.00



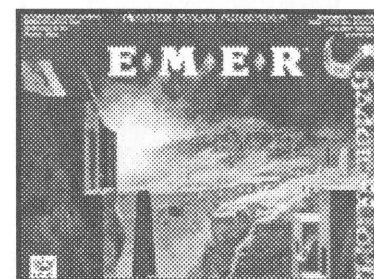
Rolemaster



Shadow World® Master Atlas 2nd Ed.

This beautiful book is the cornerstone of our *Shadow World* series. It contains in-depth information on Kulthea, the Shadow World, an unparalleled planet of adventure, populated with all manner of fantastic beasts, peoples and nation states. Includes a huge color map of the western hemisphere.

St #6050 208 pgs \$24.00



Emer, The Great Continent™

Emer continues the sweeping legacy of *Shadow World* with a giant supplement. This is your guide to Kulthea's greatest continent. Includes several maps.

St #6100 Boxed \$24.00

Shadow World®

Shadow World is ICE's very own fantasy world environment. Are you looking for a complete, well-supported campaign setting for your *Rolemaster* game? Then *Shadow World* may be exactly what you're looking for.

All *Shadow World* products are severable and self-contained, and this mystical land is the ideal environment to plug in one's own existing campaign.

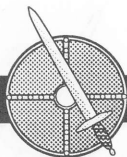
If you are thinking of entering the Shadow World, we suggest that you start with the *Shadow World Master Atlas 2nd Edition* and then branch out into Jaiman and Emer.

Eidolon, City in the Sky™

Over the northern Emer port city of Sel-Kai floats Kulthea's greatest wonder, the airborne floating city of Eidolon. Explore the intrigues of this unique merchant town.

St #6300 160 pgs \$18.00





Gethæna, Underearth Emer™

Enter the deadly subterranean realm of a long forgotten Essænce Lord. This complete campaign involves seven linked scenarios that send adventurers into the perilous heart of Gethæna's enduring mysteries. Included are a full-color 21" x 16" map of Gethæna, and complete statistics for flora, fauna, and beasts unique to the Underworld Realm, as well as the Ishru, rulers of this land.
St #6301 128 pgs \$16.00

Jaiman, Land of Twilight™

Eight adventures take players from the ancient tombs of forgotten kings to the treacherous citadels of Priests of the Unlife! A color map and continental overview round out this exciting *Shadow World* piece.

St #6010 96 pgs \$15.00

Demons of the Burning Night™

St #6003 64 pgs \$12.00

Sky Giants of the Brass Stair™

St #6012 64 pgs \$12.00

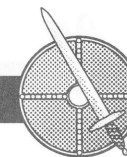
Norek™, Intrigue in a City-state of Jaiman

St #6014 80 pgs \$13.00

Whatever happened to...?

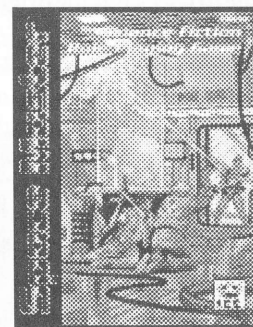
A Gathering Darkness

Beginning with Issue #3 of *Grey Worlds* magazine, *A Gathering Darkness* will appear in four installments. (through Issue #6). Adventurers are swept through magical Flow-storms, pursued by the evil Messengers of Syrkakang, and even draw the attention of the seemingly immortal scribe Andraax. The characters are supplied with a detailed history, personality profile, and unique equipment that make each an integral part of *The Grand Campaign* through either their heritage, abilities, or inheritance.



Space Master™

The current *Space Master* is compatible with the current *Rolemaster* material. In addition, with regards to most factors, *Space Master* is also still compatible with the upcoming *Rolemaster Standard System* (RMSS). However, the two systems differ on the set of available skills and how those skills are developed. A new *Space Master* edition completely compatible with the *Rolemaster Standard System* should be released in late 1995 or early 1996.



Space Master: The Science Fiction Role Playing Game™

Space Master is a comprehensive science fiction RPG critically acclaimed by players and industry figures alike. Included are exciting man-to-man combat rules, realistic character generation guidelines, extensive campaign material, and a rich future history.

St #9050 336 pgs \$26.00



Space Master Companion II™

Space Master Companion II expands the *Space Master* system in new directions with an offering of fresh optional rules, professions, equipment and campaign additions—material for both Game Masters and players! The section on weapons & equipment provides a huge list of cybernetics as well as powered armor. New rules for running Psionics as skills are provided. For your characters, there are new skills & development options as well as new professions usable as player or non-player characters.
ST#9004 112 pgs \$15.00

Space Master Companion I™

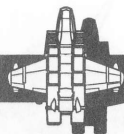
An optional and variant rules compilation for the popular *Space Master* RPG. Included are: comprehensive new skill listings with new professions and development point costs.

St 9002 96 pgs \$13.00

Aliens & Artifacts™

Aliens & Artifacts is *Space Master's* book of creatures & treasures. This manual compiles alien races by ecosystem, and includes a listing of odd technological items.

St #9003 144 pgs \$14.00



Silent Death



Silent Death™: The Next Millennium™

COMING SOON—
FIRST QUARTER, 1995

Welcome to the world of *Silent Death* 50 years or so later—the same acclaimed space fighter combat game, with new background stories and some rules changes. *Silent Death: The Next Millennium* will feature plastic ship miniatures. All you need to play is provided in the *Silent Death: TNM Deluxe* box—including 24 ships as well as plastic torps, missiles and asteroids. The 24 ships will have updated designs, but will keep the same names. The *Silent Death: TNM Deluxe Rulebook* will contain all of the basic, advanced and optional rules in the current line and introduce new rules for ship design and critical hits. The *Deluxe Rulebook* will be available for separate sale for those long-time fans still using their metal figures. We also plan to make the updated ships available in metal (non-lead) packaged in blister packs.

It's still *Silent Death* only BETTER! There will be a lot more publicity for *Silent Death* with the release of *The Next Millennium*. More advertising, more convention events, and more products. The *Renegades*™ supplement will be released at the same time as the *Deluxe* box and there will be a second adventure supplement, *Sunrunners*™, within two months. *Night Brood*™ will also be updated. *Night Brood: Armageddon*™ is scheduled for release Fall of 1995. *Space Riggers*™ is a boxed game that can be used alone or in conjunction with *Silent Death*, and is due out by the end of 1995. Even bigger news—we'll introduce a *Silent Death* novel by summer!

We are always eager to support *Silent Death* players at conventions. If your convention has someone available to run *Silent Death* events, please contact ICE at 1-800-325-0479. We can supply guidelines for an easy-to-run event, so don't be shy!

FLY 'TIL YOU DIE!

Silent Death™

Some of the current *Silent Death* products are still available in limited quantities. Remember, there won't be a lot of complicated rules changes in *The Next Millennium* products, so now's the time to check out the original titles before they're gone!



Silent Death™ Deluxe Edition

This deluxe set contains 18 metal starfighter miniatures, dice, maps, color counters, a scenario folder and more. The game comes ready to play with only three pages of rules to read for the basic game. Challenge deadly opponents and the cold hard vacuum of deep space with *Silent Death*.

St #7010 Boxed \$40.00



Silent Death



Overkill: The Ptolemean Wars™

Overkill™ is *Silent Death*'s first expansion set. It includes a full color counter sheet, rules for gunboats, and plenty of new scenarios.

St #7011 64 pgs \$14.00

Black Guard:

The Ptolemean Wars Continue™

Black Guard™ picks up where *Overkill* left off, continuing the first expansion's campaign, and providing players with a complete, updated set of starfighter displays. Now, includes full color counter sheets that were previously available only in the *Night Brood* box.

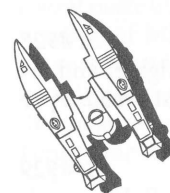
St #7012 48 pgs \$9.00

Night Brood:

Campaign Against the Grubs™

Aliens finally make their gruesome appearance. *Night Brood*™ is the third expansion set for *Silent Death*, though ownership of *Overkill* and *Black Guard* aren't necessary to play it. This boxed set includes six new miniatures and a color counter sheet.

St #7013 Boxed \$20.00



Lance Electra

SILENT DEATH™

Silent Death™ Miniatures

These metal starfighter minis are manufactured by RAFCM Company Inc. to ICE specifications. 1-3 ships and bases are supplied per blister card. Starcraft Displays for miniatures #901-912 appear in the *Silent Death* game. Displays for #913-918 are provided in the *Overkill* expansion, while stats for #919-924 come in *Black Guard*. #925-930 are Hatchling alien fighters which are described in *Night Brood*.

St #901-930 \$4.00 each

Spirit Rider™

St #901

Small, but tough provincial fighter. 3 per pack.

Thunder Bird™

St #902

Aging Imperial design, bolstered with an increased torp load. 2 per pack.

Night Hawk™

St #903

Deadly Transtar attrition fighter, armed with six splatterguns. 2 per pack.

Seraph™

St #904

Rugged, heavily armored 2-man fighter. 2 per pack.

Salamander™

St #905

Excellent, all-purpose medium fighter. 2 per pack.

Epping™

St #906

Poorly armored missile gunboat of provincial design. 2 per pack.

Teal Hawk™

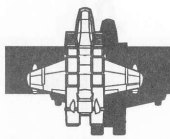
St #907

Fast, well-armored medium fighter. 2 per pack.

Sorensen III™

St #908

Converted customs vessel functions as a stand-off warhead platform. 2 per pack.



Silent Death



Revenge™ *St #909*
Heavy strike fighter carrying ten Mk50 torps. 2 per pack.

Pharsii II™ *St #910*
This ultimate heavy fighter carries missiles and splatterguns. 2 per pack.

Pit Viper™ *St #911*
Light provincial attrition fighter—agile but vulnerable. 3 per pack.

Shryak Shuttle™ *St #912*
Stock hypershuttle converted into the combat role. 2 per pack.

Blizzard™ *St #913*
Light fighter packing four torps and a Disruptorgun. Stats in *Overkill*. 3 per pack.

Kosmos™ *St #914*
Upgraded single man fighter carrying depletable munitions. Stats in *Overkill*. 2 per pack.

Hell Bender™ *St #915*
All-purpose fighter with an array of weapon systems. Stats in *Overkill*. 2 per pack.

Death Wind™ *St #916*
An Ion Ram gives this medium fighter a hefty punch. Stats in *Overkill*. 2 per pack.

Glaive™ *St #917*
Provincial heavy fighter toting the deadly plazgun and a pair of protobolts. Stats in *Overkill*. 2 per pack.

Drakar™ *St #918*
5-man gunboat seeing service in heavy fighter wings. Stats in *Overkill*. 2 per pack.

Dart™ *St #919*
Fast and very elusive single man fighter. Stats in *Black Guard*. 2 per pack.

Talon™ *St #920*
A design bridging the gap between light and medium fighters. Stats in *Black Guard*. 2 per pack.

Lance Electra™ *St #921*
Unconventional medium fighter design. Stats in *Black Guard*. 2 per pack.

Sentry™ *St #922*
Silent Death's very own flying brick. Stats in *Black Guard*. 2 per pack.

Star Raven™ *St #923*
Excellent all-around gunboat design. Stats in *Black Guard*. 2 per pack.

Betafortress™ *St #924*
A brutal heavy gunboat, carrying five crewmen and plenty of plazgun armaments. Stats in *Black Guard*. 1 per pack.

Larva™ *St #925*
This Hatchling light fighter leads off a strong selection of *Night Brood* fighters. 3 per pack.

Remora™ *St #926*
Alien light retrieval vessel. Stats in *Night Brood*. 2 per pack.

Squidge™ *St #927*
Grub medium fighter with good ink dispersal capability. Stats in *Night Brood*. 2 per pack.

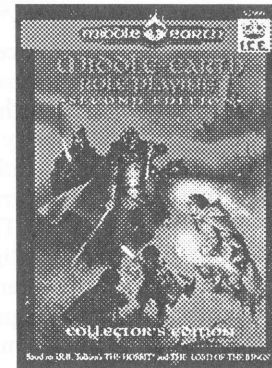
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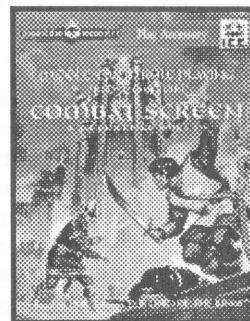
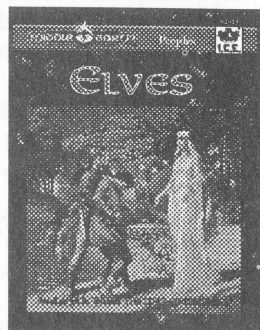
Elves presents the first of Eru's children to awaken: the Elves, or Firstborn. Each of these proud and gifted immortals is fully described in terms of appearance, motivation, characteristics, background, and game stats for *MERP*, *Rolemaster*, and *Lord of the Rings Adventure Game*. *Elves* includes material previously published in ICE's *Lords of Middle-earth, Vol. 1*. The short entries are expanded, so there is some new material and also new interior artwork. This book is sure to be as stunning as its subjects and useful for all kinds of fantasy-based FRP games. Call on *Elves* to add drama and danger to your fantasy game. Walk the paths of Mirkwood with Legolas. Consult with Elrond in Rivendell, Galadriel in Lorien, or Círdan in the Grey Havens. Ride with Glorfindel against Sauron's evil minions, the Nazgûl—only with *Elves*!

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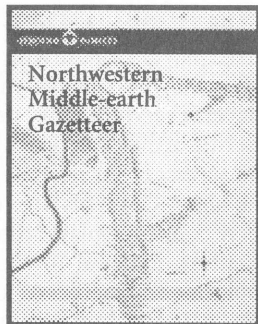
Available November '94

This fine product is destined to become the ultimate gaming resource for *MERP* and other fantasy RPG players. This map set book provides the regional color maps from previous *MERP* campaigns and includes instructions for piecing them together to make a large scale comprehensive view of Northwest Middle-earth—it's breathtaking! This complete map presentation will even "fill in the holes" for the previously unmapped lands at the edges of Gondor, Rohan and Fangorn Forest. A must for GMs, players and collectors.

St # 4001 Call



Middle-earth



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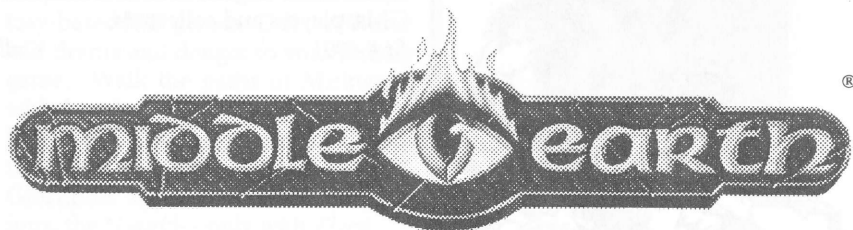
This gazetteer is the companion piece to the *Northwestern M-e Map Set*, but is also usable on its own. The gazetteer provides GMs and players with critical facts for role playing campaigns from any site in northwestern Endor. There are realm descriptions with detailed background material; site entries for cities and citadels; trade routes with corresponding mileages; and theme maps that indicate deposits of valuable minerals, locations of major cities and average temperatures for many regions. Northwestern Middle-earth Gazetteer also includes a gridded, 22" x 34" color reference map and an index with map co-ordinates for the text entries.

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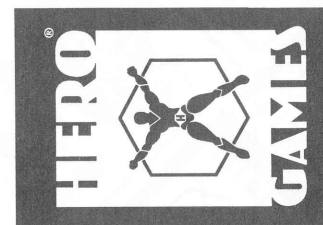
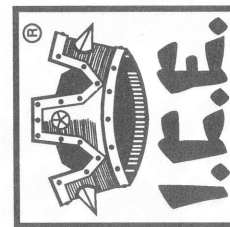
Finally, ICE's original map of Middle-earth is available again in flat poster format! This 2 ft. x 3 ft. poster map includes the wild lands — north, west, south, and east — and does not have a grid overlay. This map is on heavier paper than the gridded map included in ICE's *Middle-earth Campaign Guide*. Also included in this finely packaged tubed set is ICE's second major color map, Northwestern Middle-earth, from ICE's Northwestern Middle-earth Gazetteer. This map focuses on the most well known areas of Middle-earth where the action really is — from Arnor to Mordor and from Angmar to Gondor — and presents a close up view of the settings for many of ICE's campaign supplements. The Northwestern Middle-earth map is 22 in. x 34 in. and is also on heavier paper without a grid overlay. These two acclaimed maps in poster format — NO CREASES! — are sure to be a must for any Middle-earth gamer or enthusiast.

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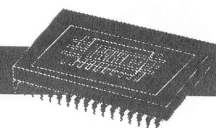


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Here's a sneak peek at Issue #25!

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Contents include a discussion of magic in MERP, part 1 of The Gathering Darkness campaign for Shadow World, new gadgets for Space Master, and an in-depth look at Rolemaster Standard System—the upcoming revision of Rolemaster.

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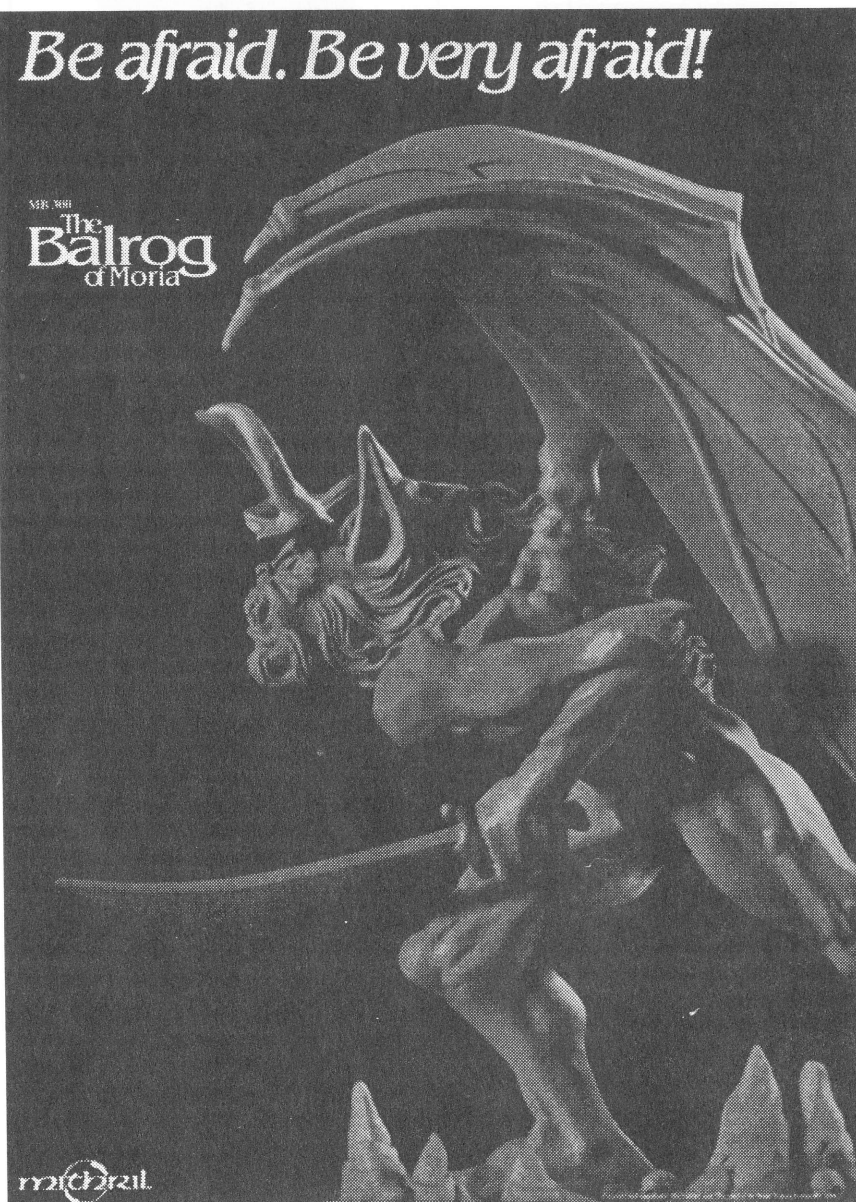
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MULTIPACKS

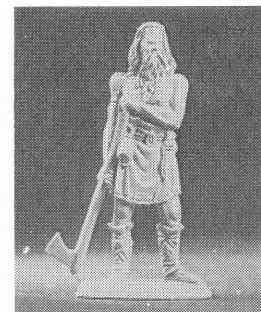
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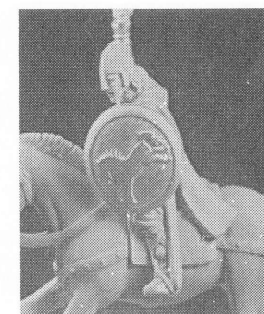
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Eomer MC23



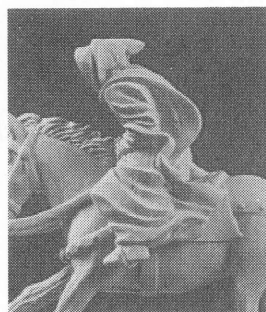
Legolas & Gimli MC14



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MCD8



Mounted Nazgûl MC25



Olag-hai Troll MC27



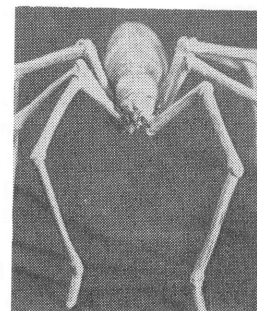
Nazgûl on foot MC26



Barrow-wight king MC28



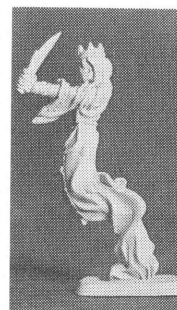
Bilbo, Torin & Gollum MCD3



Giant spider of Mirkwood MC7



The Great Goblin & orc archer
MCD11



Nazgûl & Barrow-wight king
MCD10



Wormtongue with Saruman
MCD9



Strider & Boromir MCD7



the HOBBIT[®]

Adventure Boardgame

The Hobbit Adventure Boardgame is a fun, fast-moving fantasy boardgame based on J.R.R. Tolkien's classic bestseller. Designed for 2-4 players and playable in 1-2 hours, it is an ideal choice for an evening's entertainment. Simple but clever rules make it both easy to learn and full of replay value.

It only takes about 15 minutes to master the *The Hobbit* Adventure Boardgame rulesbook. Then you just unfold the full-color, mounted mapboard, select a plastic Hobbit, deal out the coins and life points, and start your journey across Middle-earth. Along the way, you'll explore sites, battle monsters, discover treasure, acquire artifacts, and challenge your opponents with tricky riddles. Once you're strong enough, you'll journey north to Angmar to battle with a foul Dragon, hoping to be the first halfling to secure his great hoard.

The Hobbit Adventure Boardgame box includes:

- **Gameboard** — a beautifully-rendered, mounted mapboard, painted by the award-winning German artist Jo Hartwig and detailing northwestern Middle-earth.
- **Cards** — 142 full color playing cards divided into eight categories covering riddles, equipment, coin, rest, magic, adventures, risk, and danger.
- **Hobbits** — 4 plastic Hobbits, each a different color and standing over an inch tall.
- **Coins and Life Points** — Plastic counters so you can keep track of health and wealth.
- **Dice** — 5 dice, including three custom combat dice, an illustrated movement die, and a standard die.
- **Rulebook.**



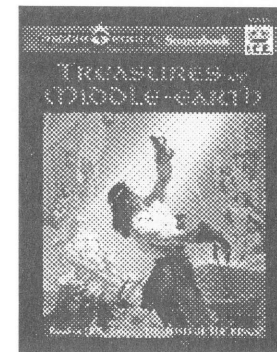
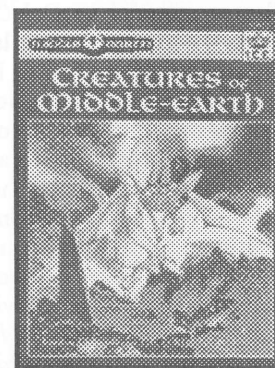
Middle-earth



Creatures of Middle-earth[™] Sourcebook

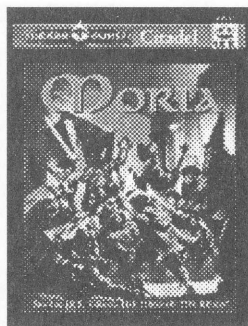
Available November '94

Let the wondrous creatures from Tolkien's *The Hobbit*[®] and *The Lord of the Rings*[™] crawl the caverns, fly the skies, and roam the hills of your MERP campaign. *Creatures of Middle-earth* details the beasts and monsters of Endor, including Smaug the Dragon, the undead Barrow-wights that haunt the tombs of the ancient Edain, and the Fell Beasts ridden by the Ringwraiths. This printing is a slightly revised version of the sourcebook of the same title originally released in 1988 (and now out of print). The new *Creatures of M-e* features more illustrations, more maps showing the ranges of individual species, and complete stats for the *Lord of the Rings Adventure Game* in addition to MERP stats. (But there are no new creature entries). If you've ever felt the desire to defeat the "many evil things that Morgoth had devised in the days of his dominion: demons, and dragons, and mishapen beasts..." then your FRP game needs *Creatures of Middle-earth*.
St #2012 Call



Treasures of Middle-earth[™] Sourcebook

This sourcebook details the most powerful artifacts of Tolkien's world, including Aragorn's sword Andúril, the palantíri saved from drowned Númenor, and Sauron's One Ring. This printing is a slightly revised version of the sourcebook previously released in 1989 (now out of print). The new *Treasures of M-e* features twice as many illos and includes complete stats for the *Lord of the Rings Adventure Game* in addition to MERP & Rolemaster stats. (But there are no new item entries). If, like Bilbo, you've ever felt "the love of beautiful things, made by hands and by cunning and by magic," then *Treasures of Middle-earth* belongs in your fantasy role playing campaign.
St # 2010 208 pgs \$20.00

**Moria™****Citadel of Middle-earth**

Come explore Moria, the storied "Black Chasm" of Tolkien's *Lord of the Rings*®. Deep in the bowels of the central Misty Mountains, the Dwarves created their greatest kingdom, a vast, subterranean complex of gaping mines, fiery pits, myriad mazes, elaborate chambers, dizzying stairwells, and countless passages (charted and uncharted). They roused from sleep a thing of unspeakable terror that had lain hidden at the foundations of the earth since the end of the Elder Days: a fiery Balrog of Morgoth. Now, the Balrog rules Moria and its eerie Underdeeps, slaying those adventurers who dare challenge his deadly traps & cruel minions in search of the priceless & legendary Dwarven treasures. This revised printing features new adventures, layouts, and source material. It is the ultimate dungeon, the original Dwarf-citadel, and the home of some of the richest treasures and nastiest traps you'll ever encounter.

St # 2011 168 pgs \$25.00

Minas Tirith™**Citadel of Middle-earth**

The first city-book previously published for *Middle-earth Role Playing*, returns as the first in a series of Citadels for *MERP™ 2nd Edition*. This new printing of Minas Tirith will feature a brand new, expanded and improved 2 ft. x 3 ft. color city map insert! A new lay-out will make this book full of all the information you need to take your campaign to the famous Guarded City of Minas Tirith easier to use. The capital of Gondor is a prominent symbol of the struggle against Sauron of Mordor. No other city in western Middle-earth offers greater hope for the defense of the Free Peoples. This printing of *Minas Tirith* will also include stats for the *Lord of the Rings Adventure Game*.

St # 2007 224 pgs \$25.00

Dol Guldur™**Citadel of Middle-earth**

Available December '94

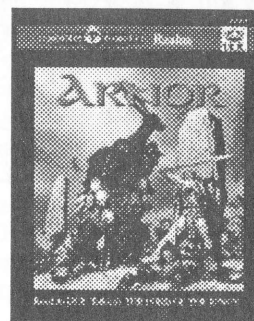
This third offering in the *Citadels of Middle-earth* series for *MERP* presents over 30 pages of maps and floorplans detailing the Necromancer's fetid lair. The all-new material in *Dol Guldur* documents the history, design, layout, garrison, and inhabitants of the Hill of Sorcery, the volcanic stronghold in Mirkwood. The cinder cone looms over a vale strangely quiet and barren amidst the forest. No birds fly across the Nan Lanc, and thistles and briars comprise its vegetation. Within the mountain, intricate pits and chambers tunnel deep into the earth, and a miasma of evil coils amidst the shadows. *Dol Guldur* includes complete stats for the *Lord of the Rings Adventure Game* and *Rolemaster*.

St # 2014 Call

**Arnor™ Middle-earth Realm**

Arnor is the initial release in the new *Realms of Middle-earth* series, usable with *MERP 2nd Edition* and all previous editions of *MERP*. In the year 861 of the Third Age, Arnor was sundered. Thus the North Kingdom split into three independent, neighboring but lesser states: Arthedain, Cardolan, and Rhudaur. This realm sourcebook details the three sister kingdoms and their relations with one another. Much of the material covering Arthedain and Cardolan was previously available in *Rangers of the North* and *The Lost Realm of Cardolan*. Much of the information on Rhudaur, together with more extensive lore concerning the inhabitants of sundered Arnor, has never appeared in previous modules. *Arnor* includes color terrain maps detailing the lands of Arthedain, Cardolan, and Rhudaur. Color city maps depicting the avenues, gardens, and libraries of Annúminas; and the earthen dikes, stone walls, and high guard towers of fortified Fornost are also included. This debut of the *Realms of Middle-earth* series includes four 16" x 21" color inserts.

St # 2005 416 pgs \$30.00

**Palantir Quest™****Middle-earth Adventures, 4th Age**

Strange portents in the great Seeing-stone of Minas Tirith give promise that one of the lost Palantíri of the North has returned to the lands of Men. Can your adventurers find this legendary treasure and bring it to King Elessar? Rogues of the wilds, blizzards out of the Forodwaith, and the greed in Men's hearts all conspire against you in this supplement for use with *MERP*. Meet the challenges posed in this extended series of adventures—a campaign—that culminate in the successful recovery of a Palantír. *Palantir Quest* is suitable for players moving up from the *Lord of the Rings Adventure Game* to *MERP* or for those discovering fantasy role playing for the first time with *MERP 2nd Edition* rules. The quest is also suitable for the experienced GM who wants exciting, detailed, linked scenarios that require no extra set-up work. *Palantir Quest* is also usable with *Rolemaster*, ICE's advanced FRPG. All the NPCs and sites involved are fully described, and the course of the adventure is completely charted.

St # 2009 160 pgs \$18.00

**Middle-earth™ Backlist**

The *Middle-earth* titles listed on this page are fully compatible with the new *MERP 2nd Edition*. Much, but not necessarily all, the material that these books cover will eventually be improved, updated, and combined into new releases. Until then, get these titles while supplies last!

Greater Harad™

Greater Harad is located south of the burning sands of Far Harad, near the seven cities of Sirayn.

St #3111 80 pgs \$14.00

Warlords of the Desert™

Visit the bustling port city of Dar, where you'll meet traders and rogues from Far Harad and beyond.

St #8012 40 pgs \$7.00

Ghost Warriors™

Venture into the forgotten Underdeeps (with a new mapping system) to quell the menace of Dunnish Wights and their powerful shaman.

St #8016 48 pgs \$10.00

Denizens of the Dark Wood™

The Necromancer's presence in Mirkwood has brought Orcs, Trolls, and Giant Spiders.

St #8111 32 pgs \$6.00

Hazards of the Harad Wood™

Secrets hide within Far Harad's Vale of Tears.

St #8112 32 pgs \$6.00

The Necromancer's Lieutenant™

Confront the Easterling who masterminds the gathering of an army in the shadows of Mirkwood.

St #8113 32 pgs \$7.00

Calenhad™

Calenhad, one of Gondor's seven Beacon Towers, presents a crucial fortress in the defenses of the South Kingdom.

St #8203 48 pgs \$9.00

Nazgûl's Citadel™

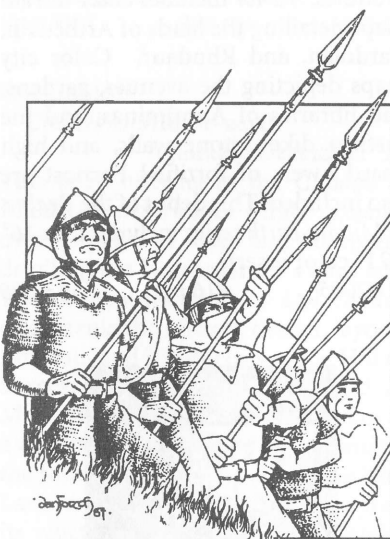
Brooding above the ruins of an ancient city in Greater Harad, the fortress of the Storm King harbors the Army of the Southern Dragon.

St #8205 112 pgs \$14.00

Minas Ithil™

Minas Ithil deals with Minas Tirith's sister city, destined to fall to Sauron's Witch-king and become the horrific Minas Morgul.

St #8302 128 pgs \$18.00

**Lord of the Rings Adventure Game™ (LOR™) Boxed Set**

LOR introduces novices to role playing in Middle-earth. It's easy and fun—there's no weighty tome of rules that must be read before the entertainment begins. Instead, the first pages of the adventure, *Dawn Comes Early*, explain the most basic concepts. Then the players choose characters and you're playing before you know it.

St #LR0 Boxed \$18.00

Over the Misty Mountains Cold™

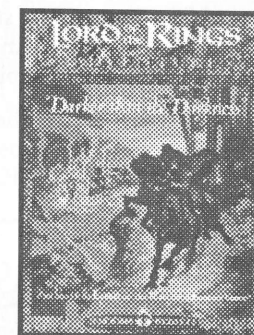
Come adventure in the Misty Mountains and encounter Stone Giants, Dwarven ruins and hordes of Goblins. Moraglar, a Dark Elf in the service of the dread master of Dol Guldur, lengthens the shadows surrounding his forest keep with diligent cruelty. Numerous GM notes and Examples as well as the directed structure of the scenario enable the novice GM to run this adventure with assurance. Maps and floor plans for important sites are provided. This series is especially suited to fans of Middle-earth who are new to role playing. *Over the Misty Mountains Cold* is the fourth LOR adventure.

St #LR2 64 pgs \$10.00

Lord of the Rings™

You thought *The Hobbit* was a great read, and *The Lord of the Rings* unsurpassable. And now you're hoping to find more of Tolkien's magic in a game. You're in luck! Playing *Lord of the Rings Adventure Game (LOR)*, you'll experience that magic in a new way—more immediate than books and more challenging than daydreaming.

LOR is our first truly introductory role playing game system. Open the first book, and you start playing right away.

**Darker than the Darkness™**

Rusark the Implacable has been dead many long centuries, but his lust for power persists beyond the grave. *Darker than the Darkness* continues the adventure started in the LOR boxed set. This module also includes the third LOR adventure, *Bad Men, Full O' Thievery*.

St #LR1 96 pgs \$12.00



The Hobbit Adventure Boardgame™

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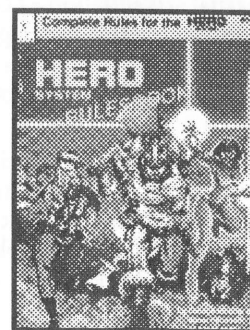
HERO System™

Not everyone knows it, but the *Hero System* was our industry's first Universal Role Playing System. Really. No kidding! ICE acquired the license to publish Hero Games products in 1986 and we've been very happy with the response this line has received. Many other "universal" systems have been published since Hero Games came out with *Champions* in 1981, but few have been able to approach the popularity of this convention and game club favorite. The *Hero System* is supported by several campaign books for roleplaying in fantasy, cyber or horror settings. The second *Hero System Almanac* is due out by the end of this year, providing more optional rules and another look back at *Classic Adventurer Club* articles. The #1 super hero game, *Champions*, has several new titles, so check out that section for more news.

Now that the *Adventurers Club* magazine is on a regular publication schedule AND expanding to 64 pages an is-

sue—there's even more heroic support for the *Hero System*.. Plus, this Fall the new *Ultimate* series debuts with the release of *The Ultimate Martial Artist!* The *Ultimate* series of sourcebooks features comprehensive rules and guidelines for creating incredible characters for any genre or any roleplaying game! Other *Ultimate* sourcebooks are in the works—watch for news about them in the AC.

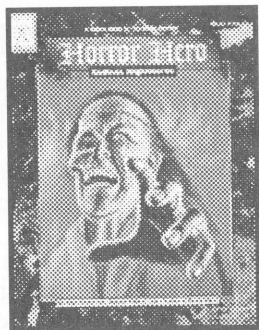
While you check out the new titles available here for *Hero System*, *Champions*, and *Dark Champions*, authors, editors & artists will be slaving through the holiday season to bring out some very special releases in the next year! Can you say "Mozza"? Then perhaps you've already had the opportunity to participate in a playtest or demo of this exciting new version of the *Hero System Rules!* *Instant Hero...* just add bodies (live ones) for loads of fun! We'll fill in the details next year—'til then, BE A HERO!



HERO System Rulesbook™ (Included in Champions)

The award-winning *Hero System* lets you role play any time, any place, any technology, and any power level. The unique character design rules allow creation of any character, whether he comes from a movie, a book, or your own imagination. The *Hero System* gives you complete control over character generation, down to the last detail.

St #500 224 pgs \$20.00



Horror Hero™

Hero meets Horror—a perfect match! Add spine-tingling terror to your *Hero System* roleplaying with *Horror Hero*. It's packed with new rules, characters, magic systems and monsters. Several terrifying campaign backgrounds are included along with complete rules for adding, creating and GMing horror storylines in any *Hero System* game. Hero's universal system is a natural for handling horror in any setting, anytime, anywhere! Be afraid. Be very afraid. *Horror Hero* — the best source on roleplaying horror.

St #509 224 pgs \$20.00

Hero Bestiary™

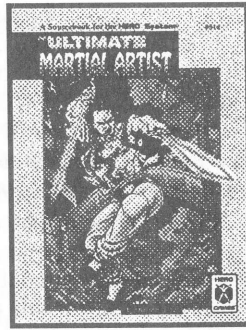
The *Hero Bestiary* is your indispensable guide to animals and monsters found in every genre. From Pixies to Hunter Cyborgs, the *Hero Bestiary* has them all.

St #507 192 pgs \$18.00

Cyber Hero™

It was only a matter of time before the *Hero System* took on Cyber, and you won't be disappointed. This book has package deals, equipment, cybergear, combat rules, and source material to play in the gritty streets and computer lines of the dark future. It's all here.

St #505 224 pgs \$20.00



The Ultimate Martial Artist™

This comprehensive martial arts sourcebook gives you everything you need to create and play a master of the fighting arts. This is the first in a new series of sourcebooks that provide players and gamemasters the best way to build incredible characters of a certain type for any *Hero System* game. Designed for any genre, *The Ultimate Martial Artist* (TUMA) presents background and game mechanics for just about every real martial arts style and even some fictional ones! Use the complete system provided to create your own martial arts maneuvers, weapons, and styles. The detailed combat rules handle every sort of martial arts situation. TUMA is the new definitive guide to roleplaying the martial arts.

St #510 288 pgs \$22.00

Ninja Hero™

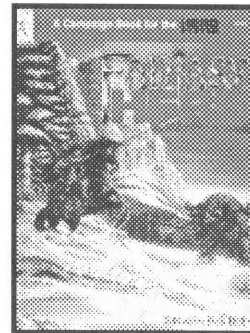
Ninja Hero is a complete martial arts supplement. Simulate martial arts movies or your favorite ninja comics with this rib-cracking campaign book.

St #501 176 pgs \$17.00

Western Hero™

Western Hero is the definitive campaign book for adventures in the Wild West. Get stats for every legendary figure.

St #504 208 pgs \$20.00



Fantasy Hero™

This campaign book shows you how to run any sort of fantasy campaign using the *Hero System*. Complete guidelines are given for creating characters, magic systems, weapons, armor and more.

St #502 256 pgs \$20.00

Fantasy Hero Companion™

The *Fantasy Hero Companion* has everything needed to make your *Fantasy Hero* campaign even better. There are floor plans, monsters, spells and even guidelines for mass combat.

St #503 144 pgs \$15.00

Fantasy Hero Companion II™

The fantasy genre is just too big for two books, so here's more of everything you're looking for, including archetypes, ship rules, and spell guilds.

St #506 160 pgs \$16.00

HERO System Almanac #II™

Available December '94

In the tradition of the first *Hero System Almanac*, the second entry into this series is full of optional rules, characters, adventures and everything else that a true *Hero System* fan would want. Contents include:

- The Cinema Campaign by Greg Lloyd and Bruce Tong
- World Security Services, or the reformation of S.A.T. by David West
- An updated and revised UNTIL by Phil Masters
- Drugs and Poisons in the *Hero System* by Steve Peterson
- A new look at the Requires a Skill Roll limitation by Steven S. Long

Hero System Almanac II will also feature a second installment of *Classic AC*, reprints from out of print or hard to find *Adventurers Club* back issues. Throw in the expert information and articles on role-playing and campaigns and this is another "must have" for all heroic players!

St #511

Call

Adventurers Club™ Magazine

The magazine for Hero Gamers! The articles and columns are dedicated to expanding and improving the already fine line of *Hero Games*. The *AC* answers your questions and keeps you informed about upcoming releases. And there's a complete ready-to-play adventure in every issue! Look for the *AC* at better retail outlets. Subscriptions are US \$12.00 for four issues to the US or Canada; \$18.00 overseas. US funds only.

Champions®

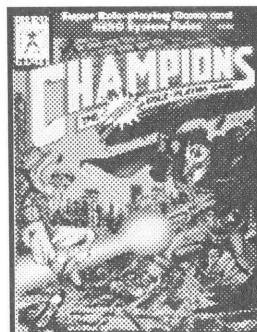
Don't just read comic books—live them with the most played super hero role playing game of all time! *Champions* was the first, and remains the best set of role playing guidelines for the super-hero genre. And because *Champions* is so comprehensive, absolutely any sort of comic book character can be portrayed. Take a look at *Champions*! With the demise of other licensed super hero RPGs, it's attracting many new players. From hard-boiled detectives, to high-powered do-gooders in bright tights, *Champions* has it covered. IF YOU WANT HEROES, WE'RE THE ONLY GAME IN TOWN!

Champions

The Super Roleplaying Game®

Play your favorite comic book hero, or create your own! The character generation system lets you design your heroes exactly the way you want them. The combat system is easy to play. Also covered are skills, powers, disadvantages, weapons, and guidelines on campaigning. *Champions* is the last word on super hero role playing. *Champions* contains the *Hero System* rules, and is now published in a less expensive soft cover format.

St #450 336 pgs \$26.00



Champions® Deluxe (+ software)

Available December '94

The most popular super hero roleplaying rules specially printed in a sewn hardbound limited edition—and also including a 720K 3.5" diskette with the *HeroMaker™* software! The *HeroMaker* software for *Hero System* character creation runs on IBM PC compatibles and requires MS-DOS 3.1+, 640K, a mouse and EGA/VGA or better. Print characters on dot-matrix, laser or Postscript® printers. Create Heroes in seconds! (*HeroMaker* is a trademark of Hero Software Inc.)

St #451

Call

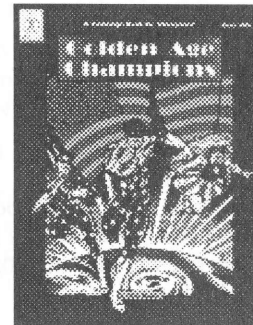
Pyramid in the Sky™

Available November '94

From the city streets to the endless stars... *Pyramid in the Sky* is an epic mini-campaign set in the *Champions Universe*. The adventures begin calmly enough, with a plot headed by common street thugs. That's all it takes to get the players caught up in a massive adventure that progresses to an interstellar plot against humanity itself! Get *Pyramid in the Sky* and add weeks of playing enjoyment to your *Champions* campaign.

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It's World War II—Do you know where your heroes are? *Golden Age Champions* takes you back to simpler times, when heroes were heroes, and villains were Nazis. Everything you need to simulate the Golden Age of war-time comic books is included here. Creating Golden Age Heroes, Historical Timeline, the War in Europe, the War in the Pacific, the Home Front, Nasty Nazi villains—you couldn't ask for a more complete look at those bygone days of super powers. *Golden Age Champions* gives you all you need to run a war time *Champions* campaign. So fire up your patriotism, salute the flag, and go forth to make the world safe for Truth, Justice and the American Way with *Golden Age Champions*!

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Mentalists come to *Champions* through the secretive organization PSI. This organization book contains several challenging scenarios for your heroic band of avengers.

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From board room fights to fights in the board room, it's all here—everything you ever needed to know about Corporations in the *Champions Universe*. Are they faceless foes for the heroes to fight, benevolent patrons ready to aid the heroes in their war against crime, or just neutral entities out for a big profit? All facets of corporations are covered, from their organization and goals to proxy fights and takeover bids. Over thirty corporations, as well as the characters who make them what they are, are detailed in this sourcebook for *Champions*. There is even advice on how to structure a superhero team as a corporation.

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Over 80 of the world's most dastardly villains are now gathered in one volume. This is an indispensable product for all *Champions* GMs and no campaign can afford to be without it.

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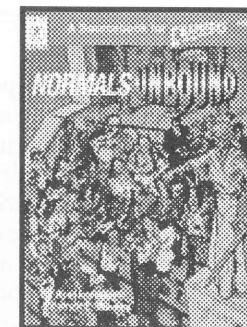
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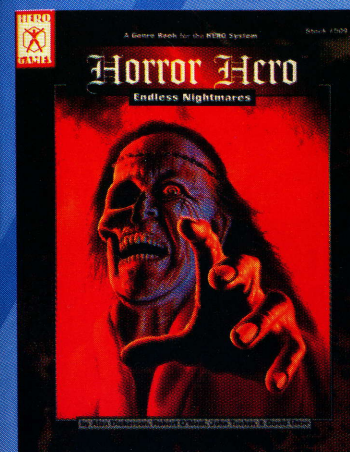
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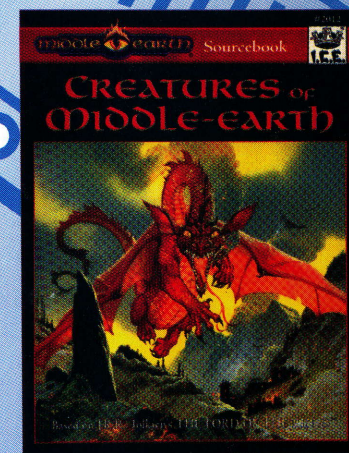
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